

BOP'N WRESTLE

Quick Reference Card
Atari® 800XL™/130XE™/65XE™

What You Need

- Atari® 800XL™/130XE™/65XE™ computer
Note: *Bop'N Wrestle* runs best on computers with 128K.
- Disk drive
- TV or monitor (color recommended)
- 1 or 2 joysticks (optional)
Note: Use of joystick(s) is highly recommended.

Loading

1. Insert your joystick, if you'll be using one, into controller port 1 of your computer. For a two-player game in which both players use joysticks, insert the second joystick into controller port 2.
2. Turn on your TV or monitor and the disk drive.
3. Insert the *Bop'N Wrestle* disk, label side up, into the disk drive and close the drive door or latch.
4. Press and hold the OPTION key and turn on the computer.
5. Instructions to turn the disk to side two will appear on the screen. When they do, open the drive door, remove the disk, turn it over so that the label side is down, and reinsert the disk into the disk drive. Close the drive door, and then press the SELECT key. The program will load into the computer's memory and the *Bop'N Wrestle* demo will begin.

Game Options

The first four number keys control the game options. Press:

- 1: To start the match.
- 2: To choose a one- or two-player match.
- 3: To stop the current match.
- 4: To choose between joystick or keyboard control.

In a one-player match, you control Gorgeous Greg with either the joystick or the keyboard. The computer will control your opponent. You must face all nine contenders in reverse order of their rank on your way to the championship belt. You should read the fight notes inside the package cover for tips on your opponents' strengths and weaknesses. Note to 800XL and 65XE users: When a one-player match ends, the next match won't begin until after the music stops. To skip the music and start the next match right away, press the space bar.

In a two-player match, each player controls one wrestler. The match can be played with both players using the keyboard, or with both players using joysticks. The program does not accommodate a two-player game in which one player uses the keyboard while a second player uses a joystick. Each player may choose from among the available wrestlers by using their joystick or keyboard up/down controls (before the match starts). When the wrestlers both players want are visible on the screen, press the 1 key to start the match. Note to 800XL and 65XE users: When a two-player match ends, the demo won't restart until after the music stops. To skip the music and start the demo right away, press the space bar.

Joystick Control

See the enclosed manual for details about how to execute moves and holds when using a joystick. Note: To break a pin or get up off the canvas, press the fire button rapidly.

Keyboard Control

You may find keyboard control to be complicated and difficult to master. For this reason, joystick control is highly recommended.

	Player One (Bottom Right Wrestler)		Player Two (Top Left Wrestler)	
	<u>MOVE</u>	<u>ACT</u>	<u>MOVE</u>	<u>ACT</u>
UP-	[I]	[O]	[E]	[R]
DOWN-	[M]	[,]	[X]	[C]
LEFT-	[J]	[H]	[S]	[A]
RIGHT-	[L]	[;]	[F]	[G]
STOP/GRAB-	[K]	[K]	[D]	[D]

The **MOVE** keys move the wrestler in a particular direction. The **STOP** keys stop the wrestler from moving. To accomplish grabs, holds and moves, use the **ACT** keys. For a grab, full nelson (a grab from behind), forearm jolt, kick, knee, lift, or armlock, when the manual instructs you to push the joystick in a particular direction while pressing the joystick button, press the appropriate **ACT** key and then the **STOP/GRAB** key for your wrestler. It is important to master the grab, full nelson and lift because many other moves require that you first get your opponent into one of these holds.

Use the chart given below to guide you. **IMPORTANT:** The examples given below assume that your wrestler has his back to you and is facing the opponent. However, there are a few exceptions. To accomplish a full nelson or any move that requires a full nelson, the opponent's back should face your wrestler. To accomplish an armlock and spin, either of the opponent's sides should face your wrestler. Also, on moves that are made after your opponent has been thrown into the ropes, turn

to face the opponent as he bounces off the ropes before executing the move. Except as noted, the keys listed in the examples will not accomplish the described action unless your wrestler's back faces you. To execute these holds when your wrestler's back is not facing you, keep the wrestler's point of view in mind. For example, if your wrestler faces to the left and you wish to execute a hold that requires the wrestler to move forward, press the **LEFT/ACT** key instead of the **UP/ACT** key.

<u>HOLD OR MOVE</u>	<u>PREREQUISITE</u> <u>MOVE</u>	<u>KEYPRESSES</u> <u>Player One</u>	<u>Player Two</u>
GRAB	None	[O] then [K]	[R] then [D]
FOREARM JOLT	None	[H] then [K]	[A] then [D]
KICK	None	[,] then [K]	[C] then [D]
KNEE	None	[,] then [K]	[G] then [D]
ARMLOCK AND SPIN	None	[O], [K], then [I], [J], [L], or [M] then [K]	[R], [D], then [E], [S], [F], or [X] then [D]
FLYING BODY PRESS	SPIN	Face opponent, [,] if opp. to right, [H] if opp. to left	Face opponent, [G] if opp. to right, [A] if opp. to left
DROP KICK	SPIN	Face opponent, [H] if opp. to right, [,] if opp. to left	Face opponent, [A] if opp. to right, [G] if opp. to left
CLOTHESLINE	SPIN	Face opponent, [O] or [,]	Face opponent, [R] or [C]
HEAD BUTT	GRAB	[O]	[R]
REVERSE SUPLEX	GRAB	[H] or [,]	[A] or [G]
LIFT	GRAB	[,] then [K]	[C] then [D]
BODY SLAM	GRAB-LIFT	[O]	[R]
AIRPLANE SPIN	GRAB-LIFT	[H] or [,] then [I], [J], [L], or [M]	[A] or [G] then [E], [S], [F], or [X]
PILE DRIVER	GRAB-LIFT	[,]	[C]
ATOMIC DROP	FULL NELSON	[O]	[R]
SUPLEX	FULL NELSON	[H] or [,]	[A] or [G]
BACK BREAKER	FULL NELSON	[,]	[C]
PIN	(Opp. Down)	[O]	[R]
ELBOW DROP	(Opp. Down)	[H] or [,], [K]	[A] or [G], [D]
STOMP	(Opp. Down)	[,] then [K]	[C] then [D]
TURNBUCKLE FLY	None	Walk in corner, [K], then [I], [J], [L], or [M]	Walk in corner, [D], then [E], [S], [F], or [X]
GET UP OFF CANVAS	None	[K], then [I], [J], [L], or [M]	[D], then [E], [S], [F], or [X]
BREAK A PIN	None	[K] then [J] in rapid succession	[D] then [S] in rapid succession

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